Subject: Adding AI to the turrets of vehicles? & Vehicle Lock-In?
Posted by WNxCABAL on Sun, 20 Feb 2005 14:21:29 GMT
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Hey,
I am wanting to add AI to the turrets of vehicles using a setting on CLE or script.
I am wanting to use this in conjunction with the script JFW_Follow_waypath.
Is this possible do you think or..?

Also, I have another question,
Is there a script which locks all doors of a vehicle once you enter it?
So If I was to enter a Nod Buggy, I could not exit from it unless vehicle got destroyed.

Also, another one that has JUST come to mind
Is there a script which causes death of yourself upon destruction of vehicle you are in?

If you can answer these three, I'd be very grateful!

Many Thanks,

Andy.

Subject: Re: Adding AI to the turrets of vehicles? & Vehicle Lock
Posted by Slash0x on Mon, 21 Feb 2005 00:54:19 GMT
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The best script combos I found to use is M08_Vehicle_Attack_01, M08_Vehicle_Attack_02, or M08_Vehicle_Attack_03 with the M08_Encounter_Unit or some other script. It's like Hunter_Controller or something, you just place it somewhere and the vehicle will hunt down the player when they get into the pathfind zone it is in.

There's another script that someone made called Vehicle_AI or something. I haven't tested this one yet thou.